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#include <sys/socket.h>
#include <netinet/in.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
int main()
{
    char buf[100];
    int k;
    int sock_desc;
    struct sockaddr_in client;
    sock_desc = socket(AF_INET, SOCK_STREAM, 0);
    if (sock_desc == -1)
        printf("error in socket creation");
    client.sin_family = AF_INET;
    client.sin_addr.s_addr = INADDR_ANY;
    client.sin_port = 3003;
    k = connect(sock_desc, (struct sockaddr *)&client, sizeof(client));
    if (k == -1)
        printf("error in connecting to server");
    printf("\n enter data to be send");
    fgets(buf, 100, stdin);
    k = send(sock_desc, buf, 100, 0);
    printf("error in sending");
    close(sock_desc);
    return 0;
}

```